

LIST OF CLAIMS

In the Claims

Please cancel claims 2-3, 9-10, 23-26, and 28-43 without prejudice.

Please amend claims 1, 11-12, 27, 44, 61-62, 64, and 67 as shown herein.

Claims 1, 4-8, 11-22, 27, and 44-67 are pending and are listed following:

1. (currently amended) A script file to manage an audio generation system, the script file comprising:

a text section that includes a text label to designate a point during execution of a script sequence when an audio rendition of a video event is to be initiated, the text section further including an instruction set configured to instantiate one or more audio processing components of the audio generation system that are configured to generate the audio rendition corresponding to the video event, an individual audio processing component having interface methods that are callable by the script file;

a container configured to maintain audio content within the script file, the audio content identified in the container with a content label corresponding to the text label, ~~and~~ where the audio content being is auto-referable and generated as the audio rendition at the designated point during execution of the script sequence, the audio content being generated without a reference in the text section to identify a location of the audio content, and without an instruction in the text section to render the audio content; and

1 the one or more audio processing components of the audio generation
2 system including a synthesizer component to process audio instructions to
3 generate streams of audio wave data, audio buffers to process the audio wave data,
4 and logical buses that each correspond to one of the audio buffers, where each of
5 the multiple streams of audio wave data are assigned to one or more of the logical
6 buses such that a logical bus receives one or more of the streams of audio wave
7 data from the synthesizer component and routes the streams of audio wave data to
8 the corresponding audio buffer.

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10 2-3. (canceled)

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12 4. (original) A script file as recited in claim 1, wherein the audio
13 content is generated as the audio rendition when a script processor executes the
14 script file and determines that the content label corresponds to the text label.
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1 5. (original) A script file as recited in claim 1, wherein:

2 the text section includes a second text label to designate a second point
3 during execution of the script sequence when a second audio rendition is to be
4 initiated;

5 the container is further configured to maintain a reference to additional
6 audio content, the reference identified in the container with a reference label
7 corresponding to the second text label; and

8 the additional audio content being auto-referable and generated as the
9 second audio rendition at the designated second point during execution of the
10 script sequence when the script file is executed.

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12 6. (original) A script file as recited in claim 5, wherein the

13 additional audio content is generated as the second audio rendition when a script
14 processor executes the script file and determines that the reference label
15 corresponds to the second text label.

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17 7. (original) A script file as recited in claim 1, wherein:

18 the text section includes a second text label to designate a second point
19 during execution of the script sequence when a second script is to be executed;

20 the container is further configured to maintain a reference to the second
21 script, the reference identified in the container with a reference label
22 corresponding to the second text label; and

23 the second script is executed when a script processor executes the script file
24 and determines that the reference label corresponds to the second script.

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2 **8. (original)** A script file as recited in claim 1, wherein:

3 the text section includes at least a second text label to designate a second
4 point during execution of the script sequence when a second audio rendition is to
5 be initiated;

6 the container is further configured to maintain additional audio content
7 within the script file, the additional audio content identified in the container with a
8 second content label corresponding to the at least second text label;

9 the audio content is generated as the audio rendition when a script
10 processor executes the script file and determines that the content label corresponds
11 to the text label; and

12 the additional audio content is generated as the second audio rendition
13 when the script processor executes the script file and determines that the second
14 content label corresponds to the at least second text label.

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16 **9-10. (canceled)**

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18 **11. (currently amended)** A script file as recited in claim 1,
19 wherein the text section includes an instruction set configured to instantiate one or
20 more audio processing components, an individual audio processing component
21 having interface methods of the individual audio processing component that are
22 callable by the script file via an iDispatch interface between the script file and the
23 individual audio processing component.

1 **12. (currently amended)** A script file as recited in claim 1,
2 wherein the text section further includes an instruction set configured to:

3 instantiate a performance manager that includes at least one audio segment
4 having one or more audio content components, each audio content component
5 configured to generate the audio instructions from the audio content; and

6 instantiate an audio rendition manager that includes the one or more audio
7 rendering components configured to process the audio instructions to render an the
8 audio rendition corresponding to the audio content.

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10 **13. (original)** A script file as recited in claim 12, wherein the
11 performance manager is instantiated when an application program initiates
12 execution of the script file, the performance manager instantiated as a component
13 object having an interface that is callable by the application program.

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15 **14. (original)** A script file as recited in claim 12, wherein the
16 performance manager is instantiated as a component object having interface
17 methods that are callable by the script file via a translation interface between the
18 script file and the performance manager.

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20 **15. (original)** A script file as recited in claim 14, wherein the
21 translation interface is an iDispatch application.

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1 **16. (original)** A script file as recited in claim 12, wherein the audio
2 rendition manager is instantiated when an application program initiates execution
3 of the script file, the audio rendition manager instantiated as a component object
4 having an interface that is callable by the application program.

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6 **17. (original)** A script file as recited in claim 12, wherein the audio
7 rendition manager is instantiated as a component object having interface methods
8 that are callable by the script file via a translation interface between the script file
9 and the audio rendition manager.

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11 **18. (original)** A script file as recited in claim 17, wherein the
12 translation interface is an iDispatch application.

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14 **19. (original)** A script file as recited in claim 12, wherein the text
15 section includes a second instruction set configured to monitor one or more
16 parameters of the audio segment to determine when to input the audio content to
17 the audio segment to render the audio content.

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19 **20. (original)** A script file as recited in claim 12, wherein the
20 performance manager is instantiated when an application program initiates
21 execution of the script file, and wherein the text section includes a second
22 instruction set configured to monitor one or more parameters of the application
23 program to determine when to input the audio content to the audio segment to
24 render the audio content.

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1 **21. (original)** A script file as recited in claim 12, wherein the text
2 section includes a second instruction set configured to instantiate a script track as a
3 component of the audio segment, the script track configured to monitor one or
4 more parameters of the audio segment to determine when to input the audio
5 content to the audio segment to render the audio content.

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7 **22. (original)** A script file as recited in claim 12, wherein the
8 performance manager is instantiated when an application program initiates
9 execution of the script file, and wherein the text section includes a second
10 instruction set configured to instantiate a script track as a component of the audio
11 segment, the script track configured to monitor one or more parameters of the
12 application program to determine when to input the audio content to the audio
13 segment to render the audio content.

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15 **23-26. (canceled)**

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17 **27. (currently amended)** A script track implemented as a
18 component of an audio segment which is instantiated to represent audio content,
19 the script track configured to monitor one or more parameters of the audio
20 segment to determine when to initiate execution of the script file recited in claim 1
21 ~~one or more script files.~~

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23 **28-43. (canceled)**
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1 **44. (currently amended)** A method for managing audio generation
2 with a script file, comprising:

3 instantiating a performance manager that includes at least one audio
4 segment having one or more audio content components, each audio content
5 component generating audio instructions from received audio content; and

6 instantiating an audio rendition manager that includes one or more audio
7 rendering components for processing the audio instructions to generate an audio
8 rendition corresponding to the audio content, the one or more audio rendering
9 components of the audio rendition manager including a synthesizer component to
10 process the audio instructions to generate streams of audio wave data, audio
11 buffers to process the audio wave data, and logical buses that each correspond to
12 one of the audio buffers, where each of the multiple streams of audio wave data
13 are assigned to one or more of the logical buses such that a logical bus receives
14 one or more of the streams of audio wave data from the synthesizer component
15 and routes the streams of audio wave data to the corresponding audio buffer.

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17 **45. (original)** A method for managing audio generation as recited in
18 claim 44, wherein instantiating the performance manager is in response to an
19 application program initiating execution of the script file.

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21 **46. (original)** A method for managing audio generation as recited in
22 claim 45, wherein the performance manager is instantiated as a component object
23 having an interface that is callable by the application program.
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1 **47. (original)** A method for managing audio generation as recited in
2 claim 44, wherein the performance manager is instantiated as a component object
3 having interface methods that are callable by the script file via a translation
4 interface between the script file and the performance manager.

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6 **48. (original)** A method for managing audio generation as recited in
7 claim 47, wherein the translation interface is an iDispatch application.

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9 **49. (original)** A method for managing audio generation as recited in
10 claim 44, wherein instantiating the audio rendition manager is in response to an
11 application program initiating execution of the script file.

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13 **50. (original)** A method for managing audio generation as recited in
14 claim 49, wherein the audio rendition manager is instantiated as a component
15 object having an interface that is callable by the application program.

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17 **51. (original)** A method for managing audio generation as recited in
18 claim 44, wherein the audio rendition manager is instantiated as a component
19 object having interface methods that are callable by the script file via a translation
20 interface between the script file and the audio rendition manager.

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22 **52. (original)** A method for managing audio generation as recited in
23 claim 51, wherein the translation interface is an iDispatch application.
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1 **53. (original)** A method for managing audio generation as recited in
2 claim 44, wherein instantiating the performance manager is in response to an
3 application program initiating execution of the script file, and the method further
4 comprising monitoring one or more parameters of the application program to
5 determine when to input the audio content to the audio segment.

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7 **54. (original)** A method for managing audio generation as recited in
8 claim 44, further comprising monitoring one or more parameters of the audio
9 segment to determine when to input the audio content to the audio segment.

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11 **55. (original)** A method for managing audio generation as recited in
12 claim 44, further comprising instantiating a script track as a component of the
13 audio segment, the script track monitoring one or more parameters of the audio
14 segment to determine when to input the audio content to the audio segment.

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16 **56. (original)** A method for managing audio generation as recited in
17 claim 44, wherein instantiating the performance manager is in response to an
18 application program initiating execution of the script file, and the method further
19 comprising instantiating a script track as a component of the audio segment, the
20 script track monitoring one or more parameters of the application program to
21 determine when to input the audio content to the audio segment.

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1 **57. (original)** One or more computer-readable media comprising
2 computer-executable instructions that, when executed, direct a computing system
3 to perform the method of claim 44.

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5 **58. (original)** One or more computer-readable media comprising
6 computer-executable instructions that, when executed, direct a computing system
7 to perform the method of claim 47.

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9 **59. (original)** One or more computer-readable media comprising
10 computer-executable instructions that, when executed, direct a computing system
11 to perform the method of claim 51.

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13 **60. (original)** One or more computer-readable media comprising
14 computer-executable instructions that, when executed, direct a computing system
15 to perform the method of claim 55.
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1 **61. (currently amended)** One or more computer-readable media
2 comprising computer executable instructions that, when executed, direct a
3 computing system to perform a method comprising:

4 executing a multimedia application;

5 rendering a video event of the multimedia application;

6 receiving a request from the multimedia application to create an audio
7 generation system to generate an audio rendition corresponding to the video event;

8 in response to receiving the request, executing a script file to create the
9 audio generation system, the script file comprising computer executable
10 instructions that further direct the computing system to perform:

11 instantiating a performance manager that includes at least one audio
12 segment having one or more audio content components, each audio content
13 component generating audio instructions from received audio content; and

14 instantiating an audio rendition manager that includes one or more
15 audio rendering components for processing the audio instructions to
16 generate the audio rendition, the one or more audio rendering components
17 of the audio rendition manager including a synthesizer component to
18 process the audio instructions to generate streams of audio wave data, audio
19 buffers to process the audio wave data, and logical buses that each
20 correspond to one of the audio buffers, where each of the multiple streams
21 of audio wave data are assigned to one or more of the logical buses such
22 that a logical bus receives one or more of the streams of audio wave data
23 from the synthesizer component and routes the streams of audio wave data
24 to the corresponding audio buffer.
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2 **62. (currently amended)** One or more computer-readable media as
3 recited in claim 61, wherein the performance manager is instantiated as a
4 component object having an interface that is callable by the script file interactive
5 ~~video program~~.

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7 **63. (original)** One or more computer-readable media as recited in
8 claim 61, wherein the performance manager is instantiated as a component object
9 having interface methods that are callable by the script file via a translation
10 interface between the script file and the performance manager.

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12 **64. (currently amended)** One or more computer-readable media as
13 recited in claim 61, wherein the audio rendition manager is instantiated as a
14 component object having an interface that is callable by the script file interactive
15 ~~video program~~.

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17 **65. (original)** One or more computer-readable media as recited in
18 claim 61, wherein the audio rendition manager is instantiated as a component
19 object having interface methods that are callable by the script file via a translation
20 interface between the script file and the audio rendition manager.
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1 **66. (original)** One or more computer-readable media as recited in
2 claim 61, wherein the script file further comprises computer executable
3 instructions that further direct the computing system to perform instantiating a
4 script track as a component of the audio segment, the script track monitoring one
5 or more parameters of the audio segment to determine when to input the received
6 audio content to the audio segment.

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8 **67. (currently amended)** One or more computer-readable media as
9 recited in claim 61, wherein the script file further comprises computer executable
10 instructions that further direct the computing system to perform instantiating a
11 script track as a component of the audio segment, the script track monitoring one
12 or more parameters of the multimedia application ~~interactive video program~~ to
13 determine when to input the received audio content to the audio segment.
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